

GAME BOY® ADVANCE



INSTRUCTION BOOKLET

CRAVE
ENTERTAINMENT

AGB-ARFE-USA

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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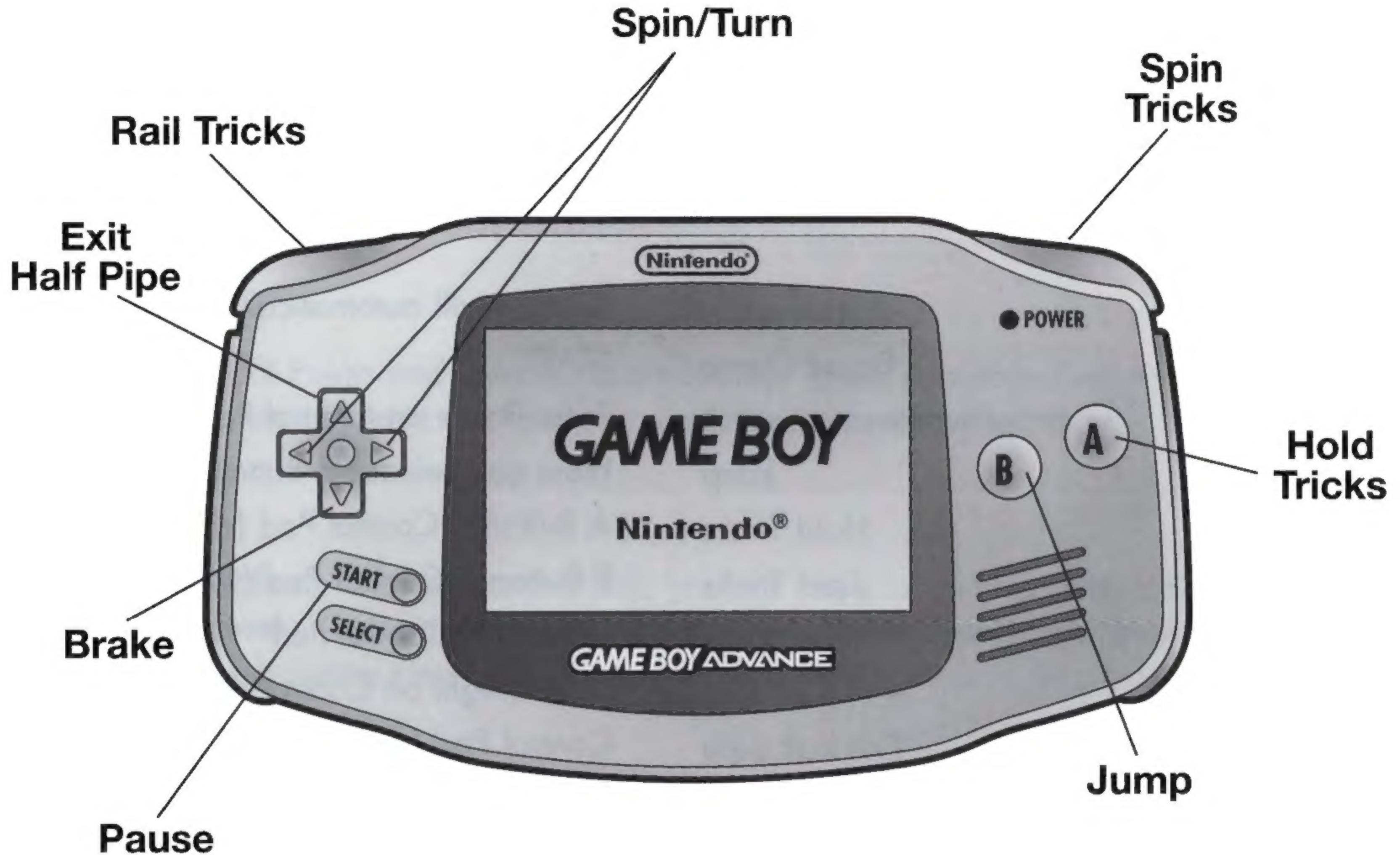
Precautions

- Always turn the power off before inserting or removing Game Pak from Game Boy® Advance.
- Do not take apart, crush, bend, or submerge the Game Pak.
- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- Keep the connectors clean and dry and store the Game Pak in the case when not in use.
- Take a break and stretch after playing for long periods of time.

What Kind of Game Boy Do You Have?

This Game Pak will only work on a Game Boy® Advance and NOT on the Game Boy®, Game Boy® Pocket, or Game Boy® Color.

Controls



In the Menus

Highlight menu option	Control Pad
Confirm / open selection	A Button
Back to previous screen / cancel selection	B Button

During Game

Acceleration	Scooter will automatically move forward
Pause Game	START
Brake (while on ground)	Press Down on Control Pad
Jump	Press and release B Button
Hold Tricks	A Button + Control Pad (while in the air)
Spin Tricks	R Button + Control Pad (while in the air)
Rail Tricks	L Button + Control Pad
Spin	Left or Right on Control Pad (while in the air)
Exit half pipe	Control Pad Up (hold) before reaching the lip or the quarterpipe transition

NOTE: See a quick reference of the tricks during the game by pressing START, and selecting TRICK LIST by pressing the A Button.



Main Menu

1P Circuit

Unlock secret courses and the championship mode by completing objectives.

These objectives are:

- Score XXXXX Points and Extreme Score XXXXX: These two objectives require you to score a certain number of points before the time runs out.
- Grind XXX Feet: To complete this task, you will have to grind a certain distance within a level. The total number of feet that you have ground on a level can be seen in the balance meter that appears when grinding.

- Land a XXXX Point Combo: You will need to match a certain score in one combo to achieve this objective.
- Earn XXX Bonus Seconds: You will need to fill up the bonus time bar a certain amount of times within a round to complete this task.
- Get XX Wheels: Each level has a certain number of wheels placed within it and you will need to collect them all within a round to complete this task.

All of the challenges are available each time you go into a level. You do not need to select which task you want to do before starting. When you start a run, you will be given 2 minutes on the clock. At the end of your run, you will be awarded with a password that will allow you to save your progress.



Championship

This game mode is only unlocked once you have completed all of the tasks on all of the levels in circuit mode. In this mode, you will be competing in a series of competitions against seven opponents. Your goal is to finish the championship in 1st place. The championship takes you through each of the levels with the objective being to score the most points possible. Each run will last 2 minutes.

Points are awarded according to the score you attain compared to the score of your opponents. You will receive 15 points for 1st place, 12 points for 2nd, 10 points for 3rd, 8 points for 4th, 6 points for 5th, 4 points for 6th, 2 points for 7th, and 1 point for 8th. After each run, you will be shown the position you placed for that run and then the current league table, which shows your overall standing in the championship.

1P Practice

This mode allows you to play on each level of the unlocked levels without the constraints of tasks or a time limit. It's the perfect place to brush up your skills and try out different tricks without worrying about running out of time.

Multplayer

After linking up with two to four of your friends, you will be able to play a multiplayer game. In multiplayer mode, there are several different games that you can play:

- *Points Battle*: You and your friends go head to head to see who can score the most points. The player with the most points when time runs out is the winner.
- *Spell Scooter*: Each player must search the level and find the letter necessary to spell "SCOOTER". Once the player has collected the S, a C will generate and so on and so on. The goal is to be the first person to spell "SCOOTER".
- *Grind Challenge*: In this game, there is a time limit set and all of the players will have to try and grind as far as possible in the time limit. The player that grinds the furthest in the time limit wins.
- *It*: Randomly, before the game begins, one player will be assigned as "IT". The game then lasts for two minutes. Other players can take "IT" away by running into the player who has "IT". When the two minutes are up, whoever has "IT" is the winner.

Password

In this screen, you will be able to enter the passwords that you've been awarded from different modes to restore your progress.

Options

This screen allows you to set the following options:

- Music On / Off
- Sound FX On / Off

Credits

Select this from the main menu to view the game's credits.

The Game Screen

Total Points

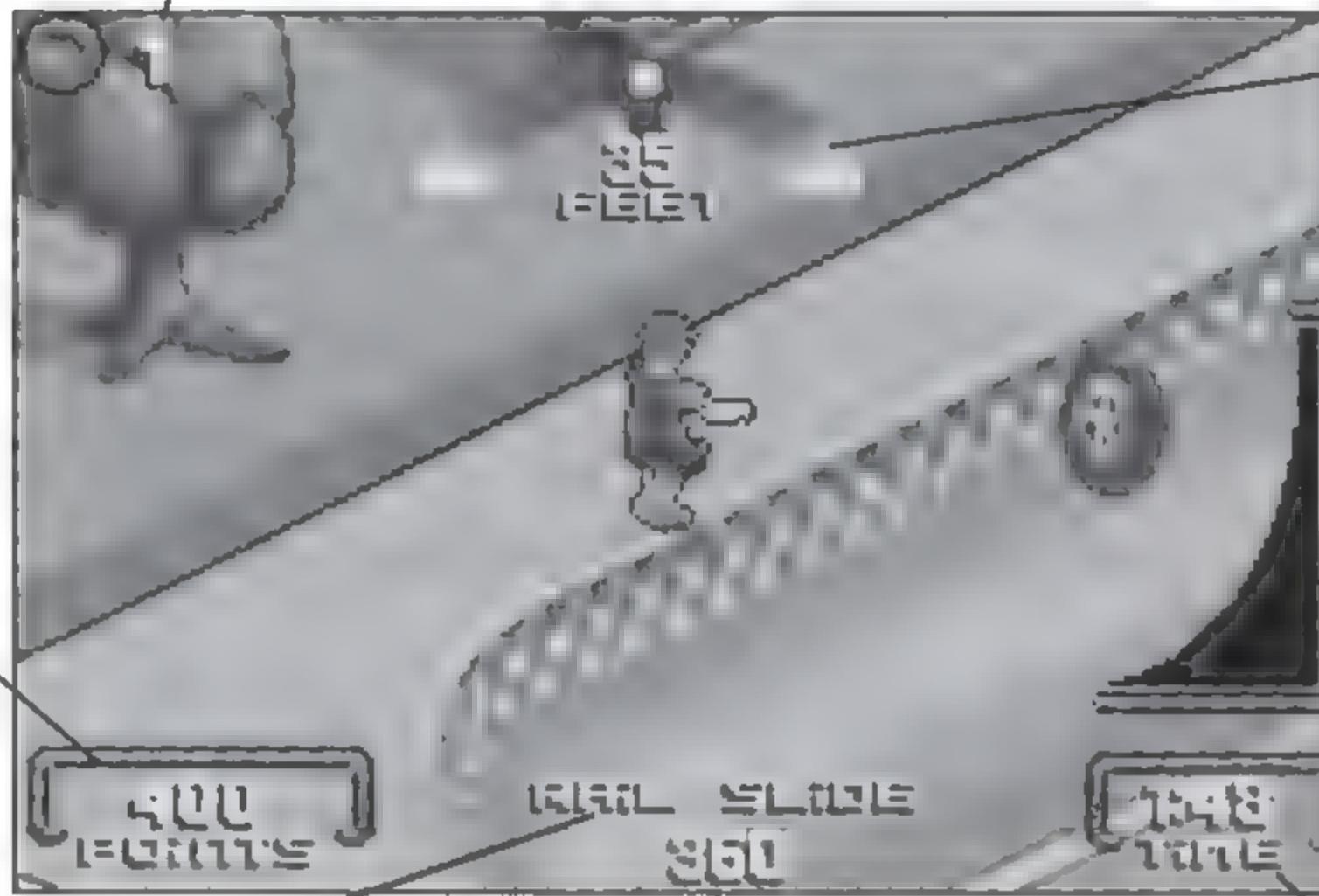
Total score for the current run.

Trick Performed

Displays the name of the last trick performed.

Wheel Count

How many wheels the player has collected.



Trick Points

Displays the number of points received for the tricks. Tricks are multiplied by performing extra spins and combo-ing tricks together.

Balance Meter

Keep the mark in the center of the balance meter. Also tracks number of feet ground.

Bonus Time Bar

Fill it up to receive 10 bonus seconds.

Timer

Displays the amount of time remaining.

The Pause Screen

When the game is paused, the player will be presented with a menu with six options:

- Continue: This will resume the game.
- Trick List: This will show the player a list of all the tricks in the game and how to perform them.
- View Goals: This will show the player the tasks for the current level and which ones (if any) have been completed.
(This option is not available in 1 Player Practice Mode)
- Restart Level: This will restart the current level.
- End Run: This will take the player to the results screen.
(This option is not available in 1 Player Practice Mode)
- Quit Game: Quits the player out to the title screen.

The Trick List

The Trick List shows all the moves a rider is able to perform during gameplay. To see the Trick List during gameplay:

1. Press START, highlight TRICK LIST and press the A Button to open the list.
2. Press left or right on the Control Pad to select a trick category.

Results Screen

When the timer runs down and you complete a run, or if END RUN is selected from the Pause Menu, the results screen will appear. The results screen will display the following information:

- Total Points: Total points earned in the current run.
- Wheel Found: Total wheels found in current run.
- Grind Distance: Total grind distance in run.

- Time Bonus: Total bonus seconds earned by filling time bar.
- Best Combo: Highest point combo performed.
- Crash Count: Number of bails during run.
- Tricks Landed: Total number of individual tricks successfully landed.
- Combos Landed: Total number of combos successfully landed.

The End Level Summary Screen

After each run, the End Level Summary screen appears to give you a rundown on your progress. This screen displays the list of all the objectives for the level and whether or not they have been completed. In addition, it contains the following menu options:

- New Level
- Retry
- Quit

Credits

Crawfish Interactive

Programmer

Mark Crane

Background Artist

Little Kev

Sprites/Character Animation

Baz Armstrong @ bad-studios

Background Mapping

Dave Murphy

Will Greenough

QA Department

Dave Murphy

Will Greenough

Tim Coode

Dave Hardcastle

Producer

Nick McGee

Director of Development

Mike Merren

Thanks to

Damion Pinnock, Cameron Sheppard, Lynne Bradstock, Tammy Tyler, Jay McGee, Ché McMahon, Colin Kendrick, John Willie Lees, Chris Pile, Traf, Anna Truman

Crave Entertainment

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Mike Arkin

Assistant Producer

Jeff Nachbaur

QA Manager

John Bloodworth

Lead Tester

Jamie Saxon

Testers

Adrian Lewandowski

Ramiro Ramirez

Ramon Ramirez

Nam Kim

Product Marketing Manager

Mark Gersh

Creative Services Manager

Ryan Villiers-Furze

Graphic Design

Ethan Malykont

Marketing Services Coordinator

Yumi Saiki

Special Thanks

Nima Taghavi

Holly Newman

Mark Burke

Martin Spiess

Sheri Snow

Photography

Adam Campbell

Simon Cudby

Tony Donaldson

airgo

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Music Credits



**Luke Bodenstein, Alf Bartone,
Timothy Cuccolo,
John Stanley and John Kohler**

"Just Sit Back and Relax"

Performed by: Ex Number Five

Written by: Luke Bodenstein, Alf Bartone,
Timothy Cuccolo, John Stanley and John Kohler.
Copyright 1998. Used under license.

"Not Go"

Performed by: Ex Number Five

Written by: Luke Bodenstein, Alf Bartone,
Timothy Cuccolo, John Stanley and John Kohler.
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www.exnumberfive.com

www.mp3.com/exnumberfive



**Gary Late, Nick2Late, Rob
Calabrese, Steve Rausche**

"A Story About Us"

Performed by: Never Too Late

Written by: Gary Huber

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"I'm Not Giving Up On This One"

Performed by: Never Too Late

Written by: Gary Huber

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www.get.to/n2l

email: xn2lx@hotmail.com



**Josh Chambers,
Kevin Highfield, John Elwell**

"Outta Control"

Performed by: Sloppy Meat Eaters

Orange Peal Records, Inc. (www.orangepeal.com)

Written and Composed by: Josh Chambers

Published by: Floor Puppet Publishing (ASCAP)

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"Brand New Kind Of"

Performed by: Sloppy Meat Eaters

Orange Peal Records, Inc. (www.orangepeal.com)

Written and Composed by: Josh Chambers

Published by: Floor Puppet Publishing (ASCAP)

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www.sloppymeateaters.com

www.mp3.com/sloppymeateaters



**Eric Lukasik, William Castro,
Dan Shore, Cody Lainge**

"Betray"

Performed by: ThreeFoot

Written and Composed by: Eric Lukasik,
William Castro, Dan Shore, Cody Lainge.
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www.mp3.com/threefoot

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In the U.S. send to:

Warranty Replacements
Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez, CA 90220

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ALSO AVAILABLE...



Features:

- Ability to control either J or K with their signature weapons
- An assortment of weapons to freeze, fry, and blast the aliens
- Tools of the trade including night vision glasses and alien visualization unit to find the aliens, wherever they're hiding
- Know your enemy: search an MIB database of friends and foes
- Varied settings including the Statue of Liberty, MIB headquarters, and an alien ship

CRAVE
ENTERTAINMENT

Crave Entertainment, 19645 Rancho Way, Rancho Dominguez, CA 90220

www.cravegames.com

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